EXCALIBUR ELECTRONICS

Space Invaders Galaxy Class

OPERATING MANUAL

Congratulations on your purchase of Excalibur Electronics' Space Invaders Galaxy Class! You will have hours of fun playing against the computer.

Space Invaders Galaxy Class is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety, care and battery information. Keep this manual for reference.
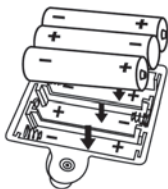
The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could. Space Invaders Galaxy Class is another unmatched innovation of Excalibur Electronics.

We make you think.

Installing the Batteries

Your Space Invaders Galaxy Class requires 3 AA batteries, not included. To install the batteries, carefully turn Space Invaders Galaxy Class over so that the unit is face-down on a soft surface. Find t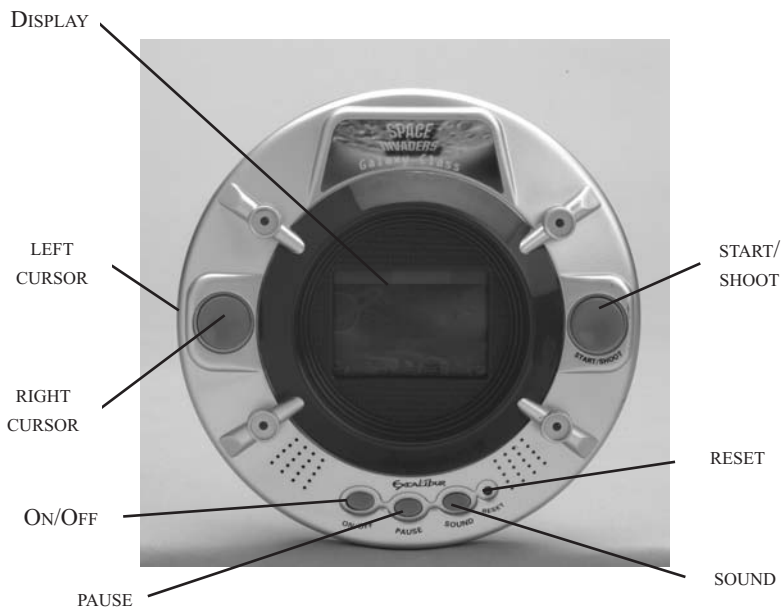he battery compartment on the back of the unit. Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install the batteries, making sure to match polarity (+ and -). (See the diagram below.) Close the compartment door. Replace the screw and tighten.

If no button is pushed for four minutes, your Space Invaders Galaxy Class will switch off to save your batteries. Just push the ON/OFF **button to start a new game.**

DISPLAY

LEFT
CURSOR

RIGHT
CURSOR

ON/OFF

PAUSE

START/
SHOOT

RESET

SOUND

Function of Buttons

ON/OFF: Press to turn the unit on and off.

PAUSE: Press to pause the action. The unit will turn off if no button is pressed within four minutes.

SOUND: Press to turn the sound on or off. The sound defaults to on when the unit is turned on.

RESET: If your Space Invaders Galaxy Class locks up or malfunctions, use a ballpoint pen to press **RESET**. Also press **RESET** after inserting new batteries.

LEFT CURSOR: Press to move your spacecrafts to the left.

RIGHT CURSOR: Press to move your spacecrafts to the right.

START/SHOOT: Press to either start the game or to shoot at the alien invaders.

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Playing Space Invaders Galaxy Class

The object of the game is to defend our home planet against the alien menace bent on Earth's destruction. Endless waves of the galaxy invaders are relentlessly marching toward you. You start with three spaceships to defend against the invaders. Move your spaceships to the left and right and fire at the aliens. Shelter your spaceships behind three protective barriers.

Starting a New Game

After you insert new batteries, press the **RESET** button. Then, press the **ON/OFF** button to turn on the unit. The game will be in a demonstration mode. Press the **START/SHOOT** button to start the game. Level I (L-1) will be shown on the display. The game will then start after three seconds. During the game, you may press the **PAUSE** button to take a break from the intergalactic action. You may pause for up to four minutes. Simply press the **START** button to continue the game. Pressing the **SOUND** button will turn the sound effects on and off.

How to Play

Press the **LEFT CURSOR** and **RIGHT CURSOR** to move your spaceships to the left and right. Press the **START/SHOOT** button to fire at the aliens. You also have three protective barriers to seek shelter from their attack. These barriers will begin to deteriorate as the invaders shoot at them, and also if you shoot them.

If you destroy all the invaders at the first level, you will automatically advance to the next level with three new spaceships. There are a total of six levels in the game. The game is over when you have destroyed all the alien attackers in each of the six levels or if your three spaceships are destroyed by the aliens in any level.

Left and Right Screens

The game has two screens, displayed in the upper right corner by "L" for the Left Screen and "R" for the Right Screen.

Scoring

Each space invader that you destroy is worth 100 points. Each flying saucer that you annihilate is worth 400 points. When a flying saucer appears on the display, you will hear an Alert sound.

Vibration and Light Effects

You will feel the unit vibrate when your protective barriers are being hit by either you or the invaders. When one of your spacecrafts is destroyed, the unit will also vibrate.

When you destroy an invader, a light on the display will flash. The light will also flash when the game is over.

Auto Power Off

If no button is pressed for four minutes, the unit will automatically turn off in order to spare your batteries. Press the **ON/OFF** button to start a new game.

**Space Invaders Galaxy Class may lock up
due to static discharge or other electrical disturbances.
If this should happen, use a slim, pointed object to
press the button marked "RESET" on the front of the unit.**

Special Care & Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39ºF and 100ºF (4º C and 38º C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

Battery Information

- Batteries should be installed or replaced only by an adult.
- Your Space Invaders Galaxy Class uses 3 AA batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.

Due to continuing improvements, actual product may differ slightly from the product described herein.

Limited 90-Day Warranty

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.
Phone: 305.477.8080
Fax: 305.477.9516

Play games live at:
www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND
YOUR UNIT WITHOUT
RECEIVING AN ESTIMATE FOR
SERVICING. WE CANNOT
STORE YOUR UNIT!

We make you think.